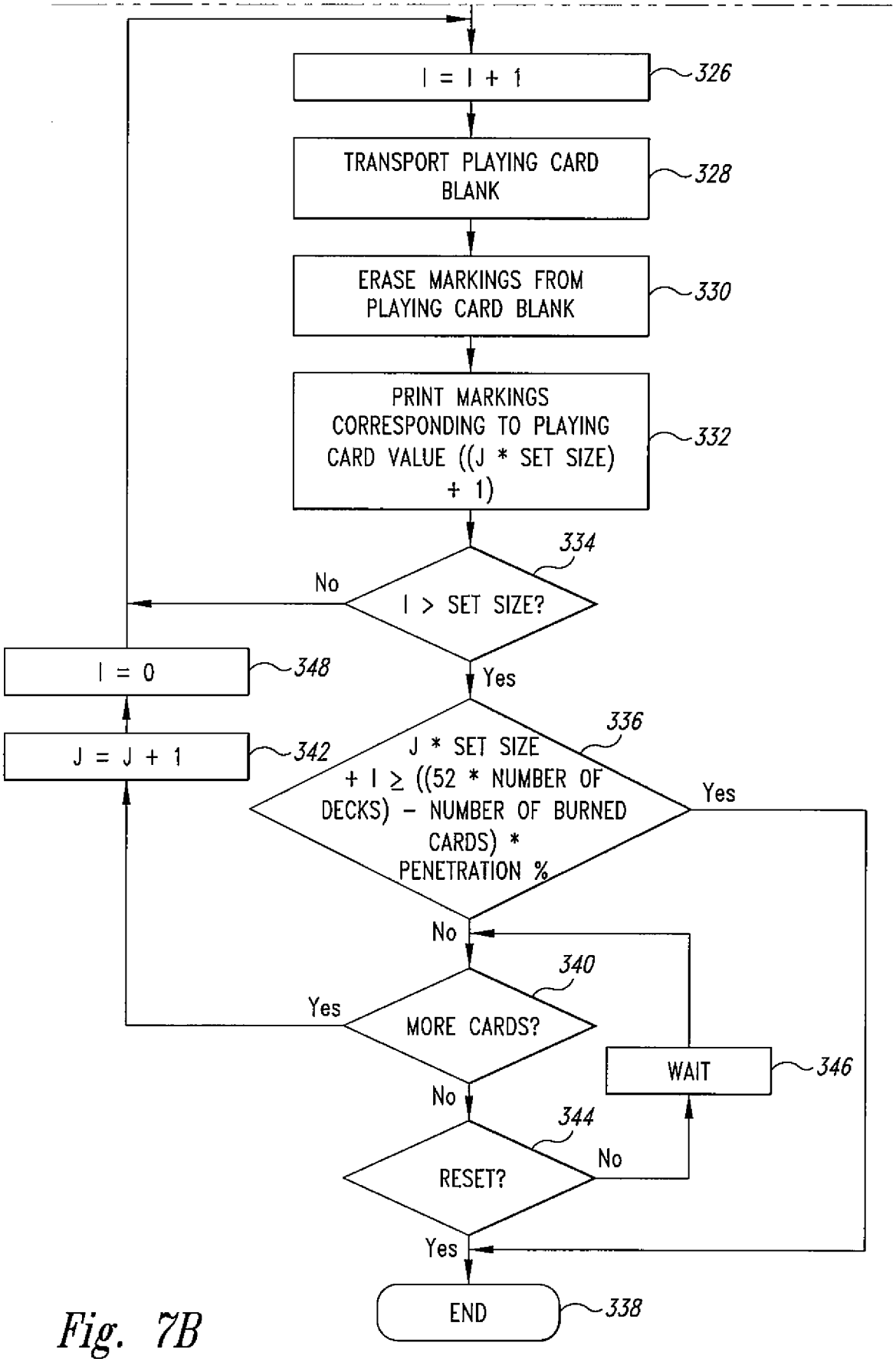
I = I + 1
326
TRANSPORT PLAYING CARD BLANK
328
ERASE MARKINGS FROM PLAYING CARD BLANK
330
PRINT MARKINGS CORRESPONDING TO PLAYING CARD VALUE ((J * SET SIZE) + 1)
332
334
No
I > SET SIZE?
Yes
I = 0
348
J = J + 1
342
336
J * SET SIZE + I ≥ ((52 * NUMBER OF DECKS) − NUMBER OF BURNED CARDS) * PENETRATION %
Yes
No
340
Yes
MORE CARDS?
WAIT
346
No
344
No
RESET?
Yes
END
338

Fig. 7B

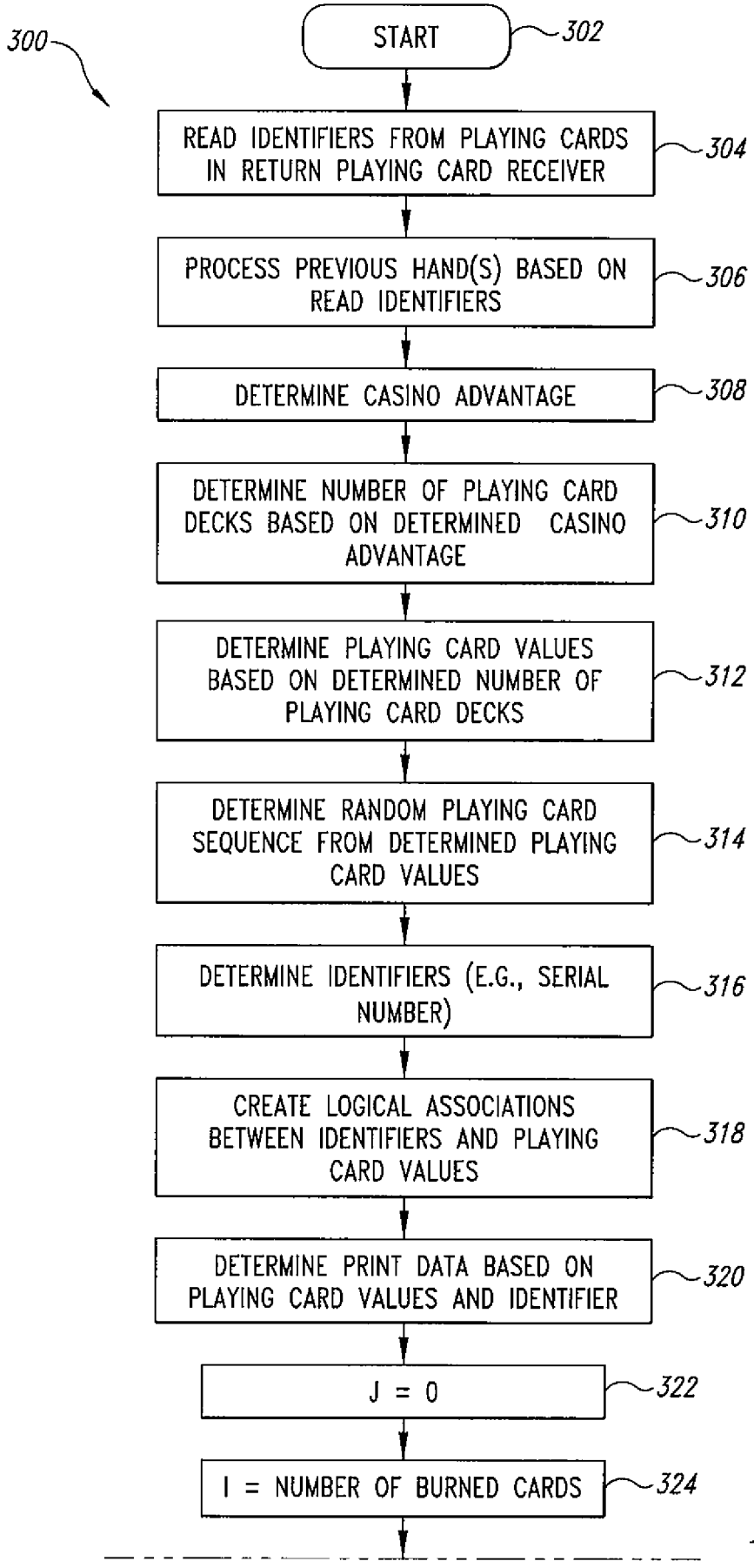
300
START
302
READ IDENTIFIERS FROM PLAYING CARDS IN RETURN PLAYING CARD RECEIVER
304
PROCESS PREVIOUS HAND(S) BASED ON READ IDENTIFIERS
306
DETERMINE CASINO ADVANTAGE
308
DETERMINE NUMBER OF PLAYING CARD DECKS BASED ON DETERMINED CASINO ADVANTAGE
310
DETERMINE PLAYING CARD VALUES BASED ON DETERMINED NUMBER OF PLAYING CARD DECKS
312
DETERMINE RANDOM PLAYING CARD SEQUENCE FROM DETERMINED PLAYING CARD VALUES
314
DETERMINE IDENTIFIERS (E.G., SERIAL NUMBER)
316
CREATE LOGICAL ASSOCIATIONS BETWEEN IDENTIFIERS AND PLAYING CARD VALUES
318
DETERMINE PRINT DATA BASED ON PLAYING CARD VALUES AND IDENTIFIER
320
J = 0
322
I = NUMBER OF BURNED CARDS
324

Fig. 7A

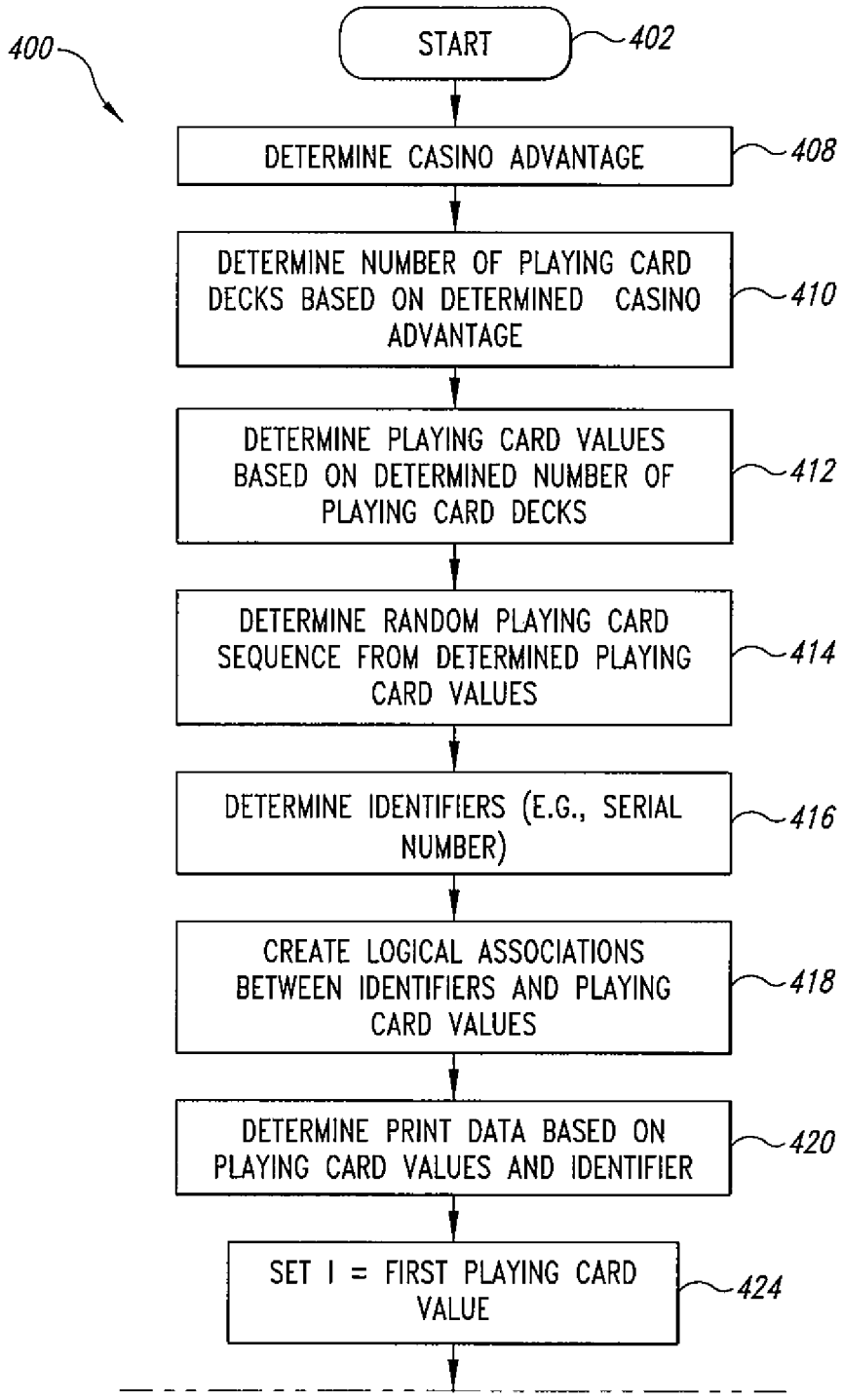
400
START
402
DETERMINE CASINO ADVANTAGE
408
DETERMINE NUMBER OF PLAYING CARD DECKS BASED ON DETERMINED CASINO ADVANTAGE
410
DETERMINE PLAYING CARD VALUES BASED ON DETERMINED NUMBER OF PLAYING CARD DECKS
412
DETERMINE RANDOM PLAYING CARD SEQUENCE FROM DETERMINED PLAYING CARD VALUES
414
DETERMINE IDENTIFIERS (E.G., SERIAL NUMBER)
416
CREATE LOGICAL ASSOCIATIONS BETWEEN IDENTIFIERS AND PLAYING CARD VALUES
418
DETERMINE PRINT DATA BASED ON PLAYING CARD VALUES AND IDENTIFIER
420
SET I = FIRST PLAYING CARD VALUE
424

Fig. 8A

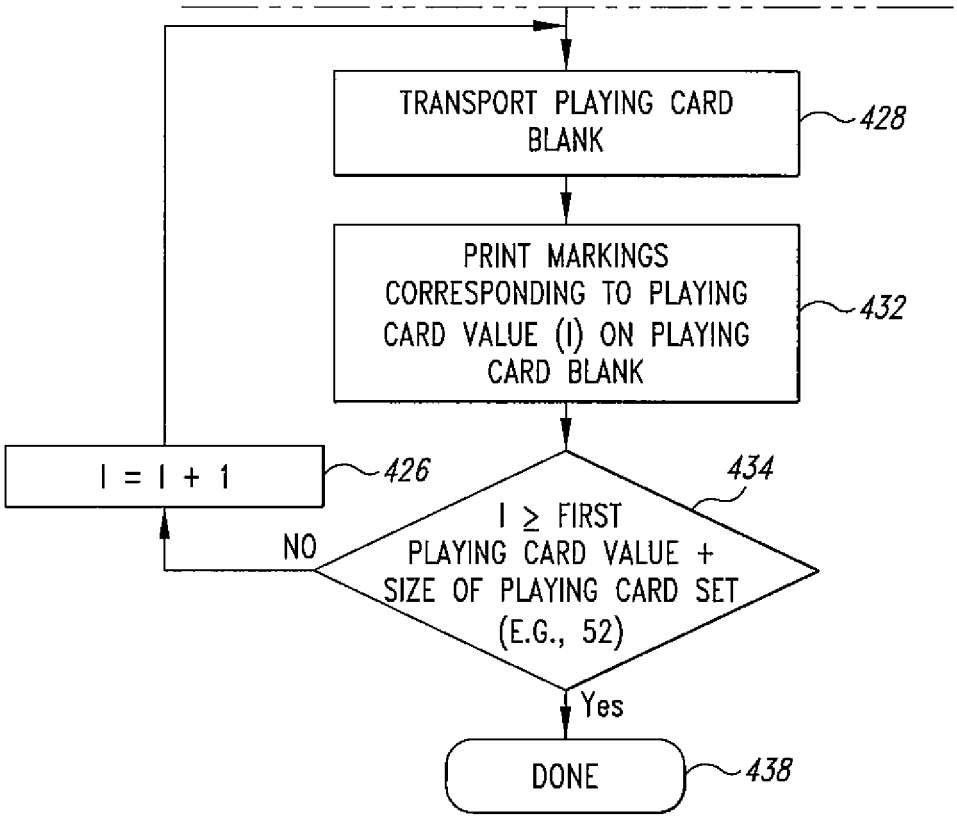
TRANSPORT PLAYING CARD BLANK
428
PRINT MARKINGS CORRESPONDING TO PLAYING CARD VALUE (I) ON PLAYING CARD BLANK
432
I = I + 1
426
434
I ≥ FIRST PLAYING CARD VALUE + SIZE OF PLAYING CARD SET (E.G., 52)
NO
Yes
DONE
438

Fig. 8B